Pizza Tower 7th July 2021 mod
Official document

1) Game design: So, some parts won't look exactly like the original design due to a lack of information, but I've laid out some paths to make it easier for the player to get through.
2) New tiles: My mod will use new tiles instead of the old ones found in the final version of the game, as I felt the old tiles didn't really suit the new ones.
   A list of the levels where I added new tiles and those where I didn't:
   Finished:
   John Gutter, Pizzascape, Ancient Cheese, Bloudsause Dungeon, Oregano desert (pizzamart), Fun Farm
   Unfinished: Gnome Forest, Wasteyard (cavern path)
   Soon: Pineapple beach (cavern path)
3) Music and sfx: Just as I did with the tiles, I've swapped out the old tracks for new ones; some levels will feature two songs. I'm also adding sound effects so the game doesn't feel silent.
4) Bugs: At the moment, there aren't too many bugs in the game mostly related to the moveset. I tried fixing them, but the results only made things worse. I did manage to patch them up eventually, though it's quite a struggle, especially working solo.
5) Unused content: Gerome and his door. In version 1 of the mod, I removed Gerome because he was practically useless, and I left the door open like in one of the PT builds, but since the door wasn't working properly, I brought Gerome and his door back, along with the escape collect elements associated with them.
   New sprites for TV hud. I had an idea to add new animations for the TV hud from the final version of the game, but when I tried it with other projects, it was very buggy, so I decided not to include them (except for the TV hud sprite for Gustavo).
   Developer's house. In Version 1, when the player started the game, there was a hidden door on the right side (near the three doors) that led to the developer's house; however, I removed it because I felt it didn't really play a significant role in the game.
   Other movesets. I also had an idea to add a special object that would allow switching between three mechanics: a lunge (the pre-rework version), a slap, and a shoulder bash, but since that's quite difficult to implement, I didn't want to include those features; however, I might still try to find a way to make them work.

6) Noise Update: In one of my posts, I mentioned an update for the Noise feature. So, after the release of version 2, I’ll start working on that Noise Update. I could have included it in version 2, of course, but it requires a lot of time.